

AGB-AGPE-USA

GENZI 2

GAME BOY Z

NO RULES GetPhat™



INSTRUCTION BOOKLET

TDK

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES



WARNING - Seizures

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions
Altered vision**

**Eye or muscle twitching
Involuntary movements**

**Loss of awareness
Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

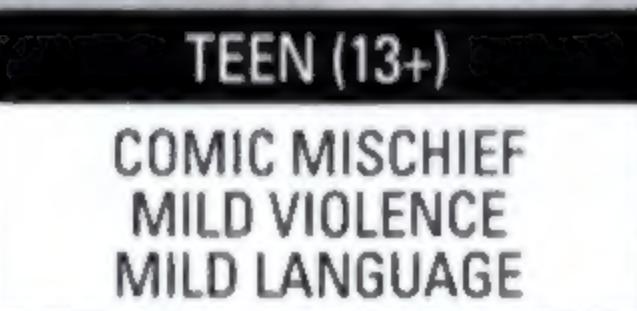
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



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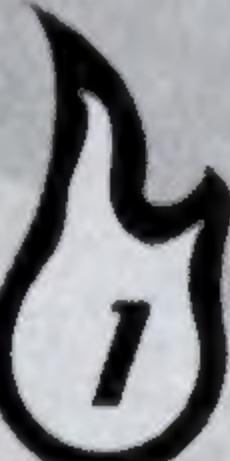
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GAME BOY® ADVANCE VIDEO GAME SYSTEM.



Table of Contents

Background	2
Getting Started	3
Da Game	4
Game Controlz	13
Menu Controlz	14





BACKGROUND

One Eye Jack's got a kickin' life: Get juiced up with a bowl of Cocoa Soul Puffies, catch a little Snoop Nasty and The Super Homeez on TV, bust some airs with the crew at the skatepark, maybe even mix some phat beats after hours...

But when aliens from Planet Punkazz arrive, Jack's lifestyle takes it in the shorts. The Punkazzes say they're here to "get phat." But the Punkazzes don't want to serve people on a plate. To survive, they have to whack Jack's culture. And Jack don't play dat...

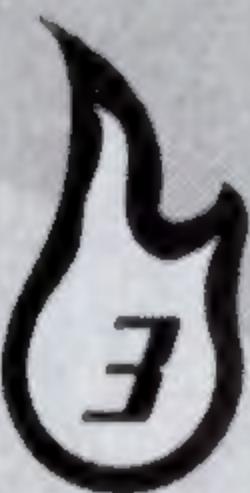
GETTING STARTED

Getting Ready

Correctly insert the Game Pak® into your Game Boy® Advance system. Switch on the Game Boy® Advance. The display will cycle through the Nintendo®, TDK Mediactive, Inc. and Flying Tiger Development logos, followed by the main menu screen. **WARNING:** Inserting the Game Pak when the Game Boy® Advance is already on might result in damage to the Game Pak.

Start A Game

In the Main Menu screen, two options are available. START drops you into a fresh game. PASSWORD takes you back to a higher level of the game, but you'll need a password to get there. The only way to get a password is to play da game to a certain point without gettin' whacked. When you get to that point, a password is displayed. Write it down, yo.



DA GAME

'Sup?

Slimy green alien chumps from Planet Punkazz have just dissed Jack somethin' fierce. They've called him out. They're throwin' down. Talkin' smack about gettin' phat on his turf. They whacked Snoop Nasty. They compromised his Cocoa Soul. Say what? Read da comic in da game, G.

Comix

Somethin's goin' down and it's prob'ly not good! You can play da game, but to truly "Get Phat" you gotta chill with One Eye Jack and his crew as they figure out how to save themselves from the Punkazz threat!

Levelz

Jack has to grind his way through 5 different levels: Downtown, Colbutt Mountain, Undaground, the Cocoa Soul Puffies factory, and finally, the Punkazz Mutha Ship. In each level, Jack must navigate past aliens, animals, obstacles and half-pipes.



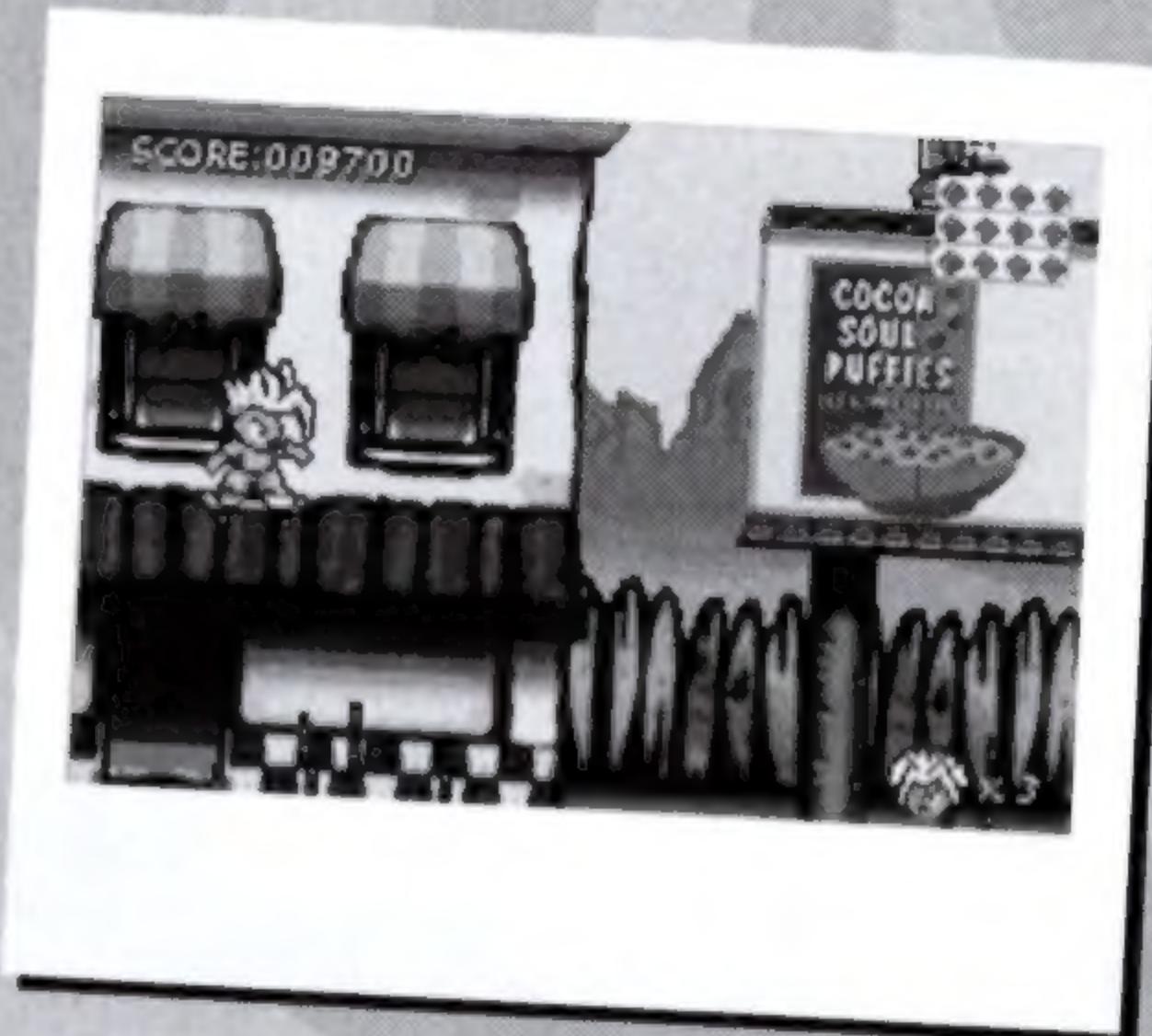
Downtown

There goes the 'hood! Jack must push his way through the Punkazz-infested streets and get to "Phat Beats Or Else", his favorite record shop. There, he meets one of the alien leaders, and learns their weakness: Phat Scratch Fever!



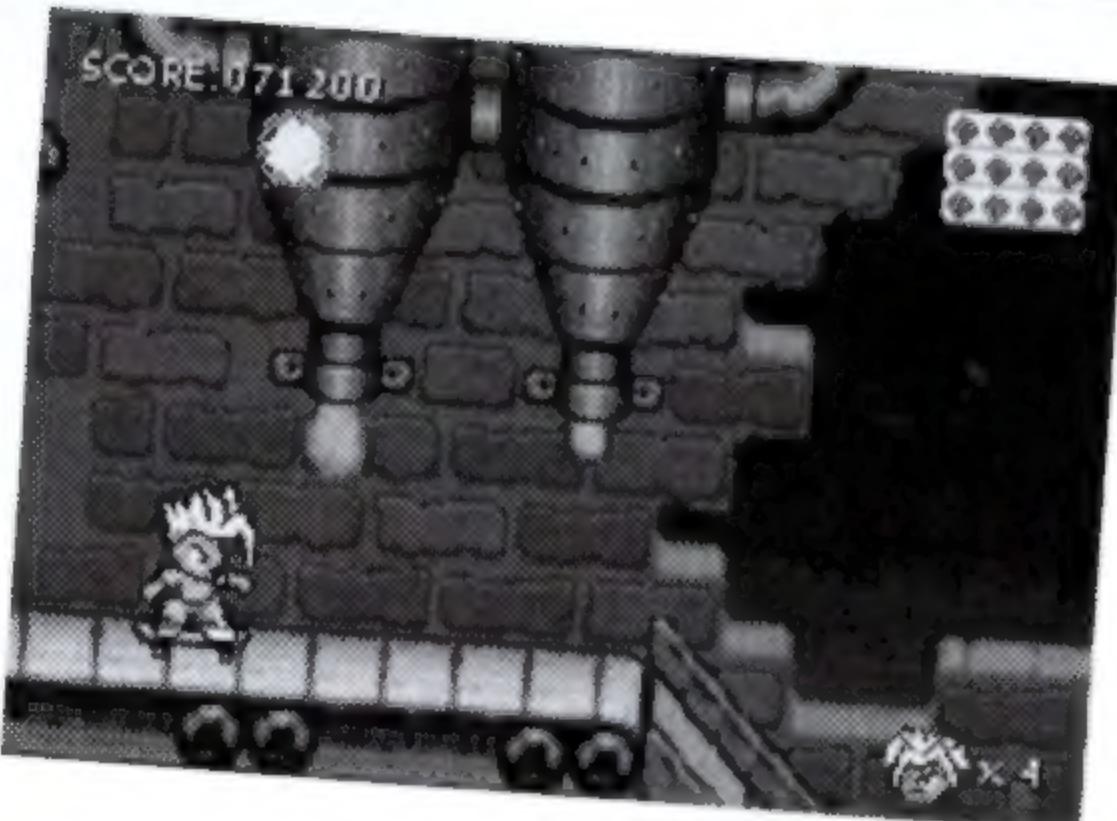
Colbutt Mountain

Just as Jack saves Phat Beats Or Else, his homie PJButter tells him the Punkazzes have taken over Colbutt Mountain. If they succeed, it will mean cancellation for Snoop Nasty and Da Super Homeez, Jack's favorite cartoon! But before he can save the antenna, he must defeat the icy Punkazz guardian!



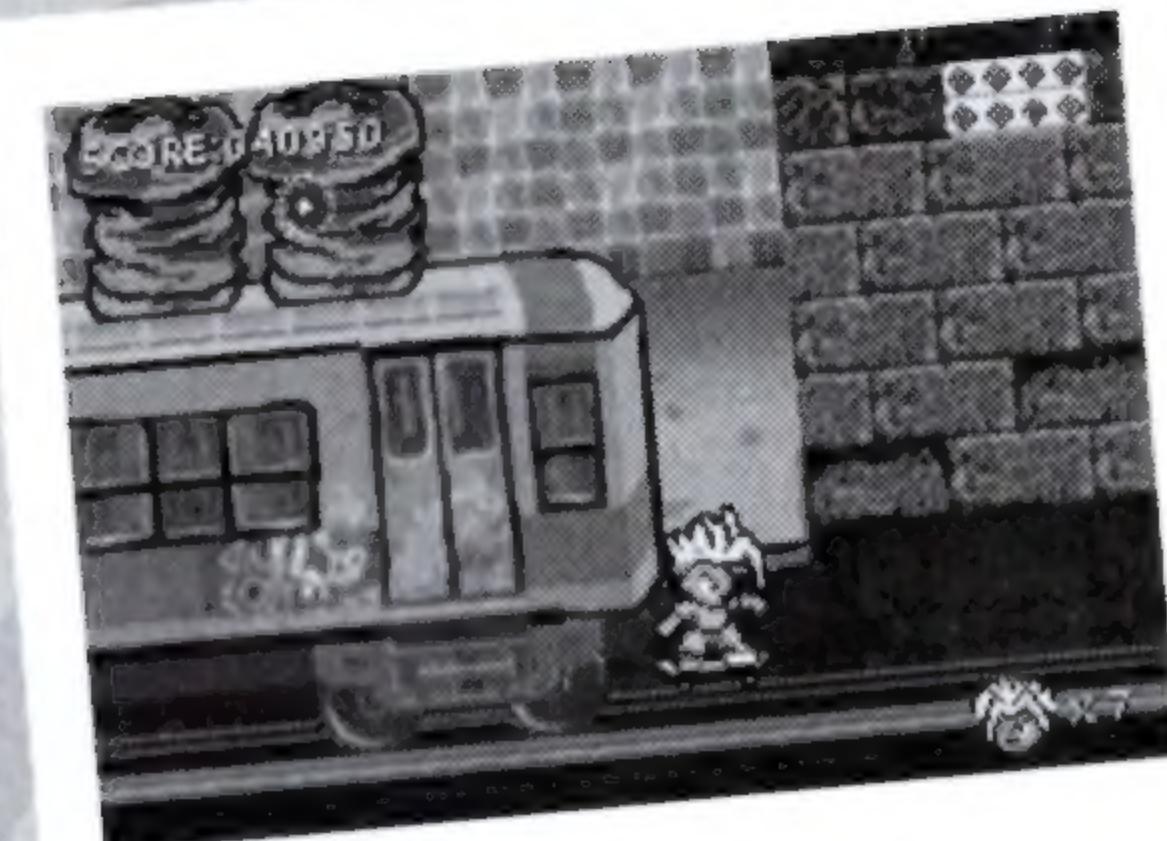
Undaground

Defeated by One Eye Jack, the Punkazzes move undaground, into the subway and sewer. When Jack drops in for a visit, he discovers a terrible secret: the Punkazzes plan to change the Cocoa Soul Puffies recipe! And what they wanna add is tooooo nasty!



Cocoa Soul Puffies Factory

On a mission to save his favorite cereal, Jack must get through the factory innards and rescue the Keeper of the Cocoa Soul! But before he can restore the recipe, Jack's gotta whack the master Punkazz chef!



Planck's War

When Jack finally reaches the ship, he finds that it looks like a normal, open plane with room for everything he needs. He just finds the alien ship controls, so might as well continue a killer dose of pilot enough about.

Punk-Hop

One Day Jack can't just skid by on bad attitude alone to save his favorite leg's guitar teacher. When he arrives, he can "flip" and shoot his guitar. He'll also be able to pick up some new equipment, save himself, and practice, vinyl records and new bass lines.

Karaoke

Jack's singing up to cover Seal Punkay, but it won't be enough since the Punkay has a top-notch oppo to sing. So if Jack wants to keep his guitar up, he'll have to sing along with him. This will make his Coco Seal sad though.



Continued

When Jack was down I had up about fifteen of some Punkazz transcripts per minute. On my other way, the next day I will give you a radio file.

Vinyl Records

Over upon a heavy, middle weight record scratches vinyl disc. This record, which contained the scratches, would be placed onto a "turntable". The record is spun on the turntable, so tiny needle resting on the groove would pick up vibrations, which were then converted into sound. This technique is applied to music to "scratch".

New vinyl records... the only thing like an intimate Punkazz record. The only thing a Punkazz can get that is a little who "high" fever. At the end of each level, Jack found a Punkazz base. Jack's been called Punkazz whacko because with every vinyl record in his backpack around



When Punks

Ic... I never rung such medals for having luck, and won... — art... don't call it to me... the Punkenez's dimint... — Sathem, also up the HEB, G'EBJ and nuWE dingshout!

Anti-Humanity: Party Blackmail

Hardcore being replaced by Punky Kung-fu!

Terrible Superstition: Anti-Mutha Frenemy

Discrediting a global anti-war leftie Punko... with



Blow-Singeshore; Finally Ballz!

The ultimate cks -- in disintegration... yuh!

Once Jack runs out of the cockpit -- use his alioshot gunns to bring it standard marble.

Checkpoints

If Jack is directed of via Cocoo Sock, he will be returned to the next, randomly-picked checkpoint. Checkpoints are indicated by pulsating orange.

Enemies

Sure that Jack's turf has been taken over by Punkazz pirates, you must find local animals and hear them growl Punkazz Metal. There is a list of enemies to look out for:

Punkazz Metalists

Basic threat, easy to pull down. Just go in for a good sing-along to knock Punkazz punks down.



Hawker-Hawg

Shootin' big & superfly, hangin' like a hawk, tryin' to be flicked
The wheat grows in ye nose now, nuff said.

The Hummerz

Hummers gonna be the you— and know yo country back.
And all—the bees gonna be the you— beehived, yo!

Birdman

Take no chances to shoot him afar and above— If you
Wanta drop them wings, ya better aim high!

Bronx

Slimy, — sly, pesky, stoopid! You like protection— droppin'
needles on your head! Can't pa— — till you trip 'em out!

Playhouse Rock

Watch out for slimy green coils and oozy, rotting oo. I'm gonna
bite and hurt, like you can!



In the beginning, it's only hard to jump off the ground (any) record
into the Wind, he acquisition of back to the dog on the Bank (and)
the survival display the command the new back who I put up
Control Pad - L Button Head/Hand/Knee
Left side car sideways, away, right
Board Whack Across
Jack board - hand Pushed up under the hand,
Double Chin
Left, right, move high low down
hand-to-hand fight,
180
left, right like a friend, you like a king,

GAME CONTROLZ

4 — Hand-to-Hand

Were you born and raised by a hand-to-hand master? Here they come! You decide if you want to...
• **Jump**

• Button	forward, round house
• Button	forward, skip forward
• Button	sideways
• STAND	skip

6 — Hand-to-Hand

Basic Moves

• Control Pad + Button	forward
• Control Pad + Button	move right
• Control Pad + Button	duck
• Buttons	cancel/dodge
• Buttons	skip

Special Moves

• Buttons	cancel from weapon
• Buttons	cancel from jump



menu controlz

Pause

Maybe yo just wanna sit or yo need it somethin' to rest your grub - like if yo need to decide on somethin' go to pause. Press START then STREET fighter button.

The PAUSE screen is also good to when you need to inspect your goods. Or maybe you wanna check your inventory.

- Vinyl records collected
- Around town / type

While you're in PAUSE screen, You can collect other vinyls (typical vinyls from ROLLING, LEECH).



SCREENHIGHLIGHTS

Focus on Small Patterns

Jack walks with the power of **Crown Royal**, and his energy is measured in full. He leaves a trail of fury for anyone that or any of his soldiers. That's how Motley is in the upper right corner.

Jack's Number

Jack's number is represented by a **Hand** — Jack's Hand in the lower left corner. The number already has one Jack's beginning lives.

Screams

Dynamite detonation — 1-0-0

Power

The jagged lot of the upper left of the screen is the visual type of damage taken using **Shockwave Attacks** on page 3 for more info.



PUNKAZZ FACE-OFF

At the end of each level, you must face off with a powerful Punkazz Thug. The only way you can defeat the Thug is in button press order that is being revealed.

To hold back during a Thug Face Off, you must press a certain button at the correct time. Otherwise, the Thug will eat one of both instantly. And if the Thug eats all his pieces, game over, baby!

When a Thug Face-Off begins, the Thug Punkazz is at a safe distance. He's just close enough to swipe the control record & lock down the switch.

Check the symbols scrolling across the leg of the screen, from right to left. When the symbol enters the box to the left, press the button that matches the symbol.

Symbols are as follows:

— Control Pad up	Control Pad left
— Control Pad down	Control Pad right
— Control Pad left	Control Pad down
— Control Pad right	Control Pad up
— L Button	
— R Button	

The symbol appearing in small groups of four scattered throughout a group, a small ring after the last symbol. PRESS THIS A DIFFERENT WAY YOU BREAK IT!! WELL, This will draw the Punkace Thing & angry. After a few seconds it'll break. Punkace will then finally go down like a son of a bitch. He'll then go back to normal, saying I need you! Run to another Thing, but be careful of collecting the Thing because with the more you've been collected.

WEAPONS

- Jack o'lanterns and a rippling water gun. These are used to avoid sticky holes and nasty pits.
- Some 3 minute weapons. These are a pop-a-prony, a water chisel which will help to break locks.
- Incendiary! Don't keep this between duck houses and Punkace pillars!
- Water gun. Good tip, they can help lock in a fox.
- Punkace - you can be forced to touch him (you know), so if you touch him you can bind him.

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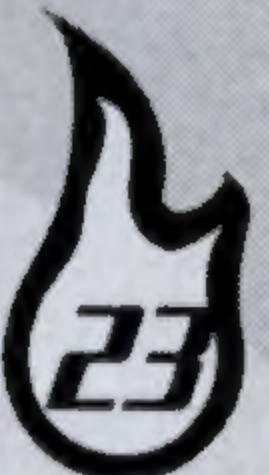
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